

M MICROGRAMS



INFERENCE ANNE

Purpose and Scope

The Inferential Anne Reading Comprehension Series provides students opportunities to develop their comprehension and inferential reasoning skills while working at the computer. Students may work with a story collection thirty to forty-five minutes, or a series of children may spend ten minutes each with a collection. Over a longer period of time students may work to demonstrate mastery of all fifteen Inferential Anne story collections.

Careful attention has been given to controlling reading levels within each story collection. Exercises begin at second grade level and extend through sixth grade. The first six story collections use vocabulary which progresses sequentially through phonics skills essential to beginning readers and which includes most common sight words. The final nine collections provide increasingly difficult practice in comprehension and inferential reasoning.

Reading Levels

Program	Reading Levels
Inferential Anne I	2.0-2.9
Inferential Anne II	3.0-3.9
Inferential Anne III	4.0-4.9
Inferential Anne IV	5.0-5.9
Inferential Anne V	6.0-6.9

Program Description

Each disk contains three story collections (Set A, Set B, Set C) with reading levels controlled so they are within the range of a single grade level. A story collection consists of thirteen or more stories with three accompanying inferential comprehension questions per story. Working with a single collection of stories, the student strives to answer correctly as many questions in a row as he or she can.

Inferential Anne appears on the screen to introduce the activity to students, report on their performance, and show them the star chart on which their progress is recorded. Results of the top seven exercises with Anne are shown on the star chart. Thus, students may try either to better their own records or to top the work of other students.

During a specific exercise sequence Anne first presents the student with a story. The student reads the passage and pushes the space bar when he or she is ready for the question. A multiple-choice question is presented, and the student selects an answer. The computer indicates whether or not the selected answer is correct and displays a comment indicating why the correct answer is, in fact, correct.

If the student erred, he or she has the option to continue the exercise, review the story, or end the activity. If the student has answered correctly, Anne reveals the star chart on which the student's progress is shown. The student then may either try for another star or terminate the activity. If the student manages to achieve a row of fifteen stars, Anne compliments the reader and ends the exercise session. Another student then may begin.

Additional Comments

A major strength of this series lies in its structure. The first ten or so stories a student encounters within a single story collection will all be different. After that, repetition begins. Likewise, the first thirty or so questions will be different, after which repetition begins. This circumstance means that as the student works with a single story collection, he or she gradually becomes more familiar with the specific stories, questions, and answers therein. The longer a student works with a specific collection, the more likely the goal of a string of fifteen stars can be achieved. And by the time the goal is achieved, a great deal of reading, reasoning, and remembering has been done.

While high ability students may achieve the fifteen star goal through careful work after twenty minutes or more, average or low ability students also can realize the same achievement as the result of continued attempts at the same material. These students respond positively to the challenge of bettering their own records and to their increasing familiarity with a specific story collection. They feel good about achieving a row of fifteen stars, even though the achievement comes after extended effort. Students in each ability level who have mastered one story collection are interested in working with another collection at a later time.

The continuum of story collections in the Inferential Anne Series provides a flexible tool which can be used effectively for remediation, enrichment, and acceleration. Schools with the complete series can individualize the challenge for students above or below grade level.

When Inferential Anne is introduced to students, the teacher should introduce the word *inferential*. Be sure students know how to pronounce the word, and be sure students understand what an inference is. While the word *inference* is normally beyond most elementary students, they rapidly become familiar with the concept as a result of direct teaching and concrete examples.

Students may need to be shown how to make set up choices or enter their initials at the start of an exercise session. Also, though they can infer it from the screen message preceding Anne's first appearance, some students may need to be told or shown that they can push the space bar to promptly advance through Anne's comments to them. Finally, please note the F7 key convenience feature described with the loading instructions should be used to load a new story collection only when a student has completed an exercise sequence and is viewing the star chart.

Inferential Anne was designed and written by professional educators. Used skillfully by the classroom teacher, the Inferential Anne series can be a valuable supplementary tool for helping elementary students develop and solidify their inferential reasoning and comprehension skills.



MICROGRAMS PUBLISHING

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MICROGRAMS LOADING INSTRUCTIONS

Commodore 64 Disk — After properly inserting the disk into the disk drive, type the following:

LOAD "M", 8, 1

Now push the RETURN key. The Micrograms title screen will load and automatically run. Prompts to push RETURN or select the number of a program on the menu will be clearly displayed.

Special Convenience Features: Micrograms collections all contain easy-loading, auto-run, menu-driven programs. In addition, we have included some special convenience features for your use.

- 1- To restart a program, simply press the COMMODORE key and the F1 key simultaneously.
- 2- To go from any program to the menu, press the COMMODORE key and the F7 key at the same time.